ABSTRACT

A thin-client/server session is established using platform independent network virtual memory (PINVM). The server contains a collection of programs that are compiled for the client architecture. The client finds a server for PINVM. The server provides the client with the list of programs as well as the size of virtual memory space that will be allowed for the client to use. The client-side daemon process adjusts the available memory size so that the client OS thinks the memory size available is as large as the virtual memory size provided by the server during the session. The network virtual memory hierarchy is established, with the server's memory and hard disk attached to the client's physical memory hierarchy. After the client selects a program to launch, the server creates a virtual address space for the client program using the network memory hierarchy established. The program can now run on the client.